### Events and Stats (2013) in UDC

Target release date: 1706

#### Overview

We prototyped 3 design approaches to the Events and stats (2013) experience to test which would resonate with users most.

- 1. The first approach mirrored the experience that exists in the Dev Center today for the Stats (2015) model and simply laid out all stat rules in rows with their associated events called out as metadata in a column.
- 2. The second approach places all events and stat rules in the same table and grouped the stat rules by event so that events were visually parent to the stat rules.
- 3. The third approach mirrored exactly what users of XDP see today.

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Approach 1 – mirrors 2015 stats

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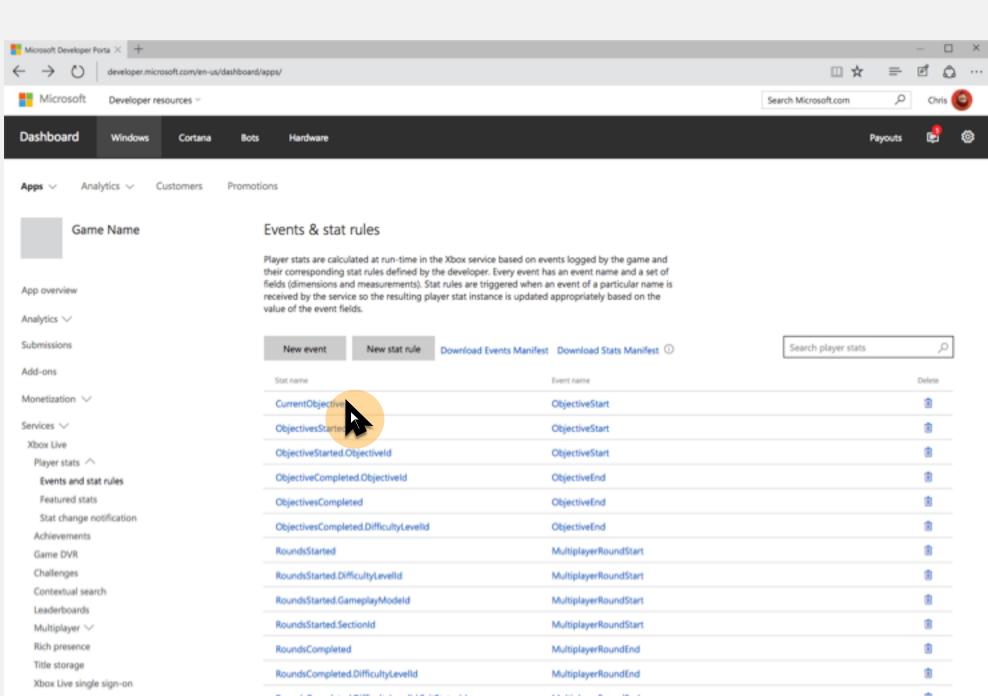


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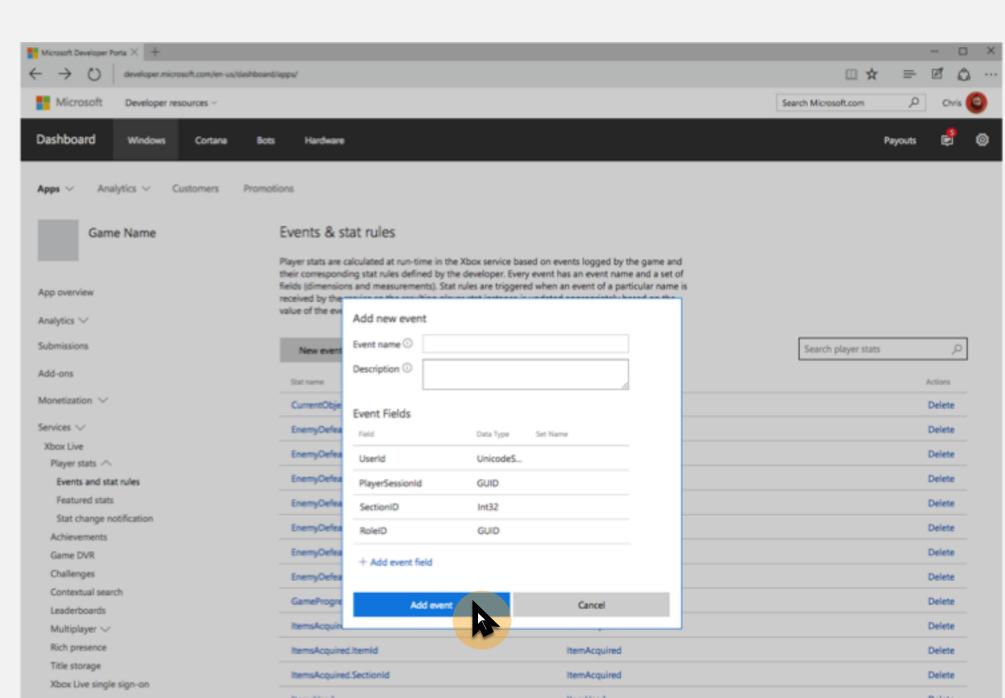
Approach 3 – mirrors experience in XDP

### Approach 1 – Mirrors 2015 stats

User sees table with all stats created, event name and option to delete.



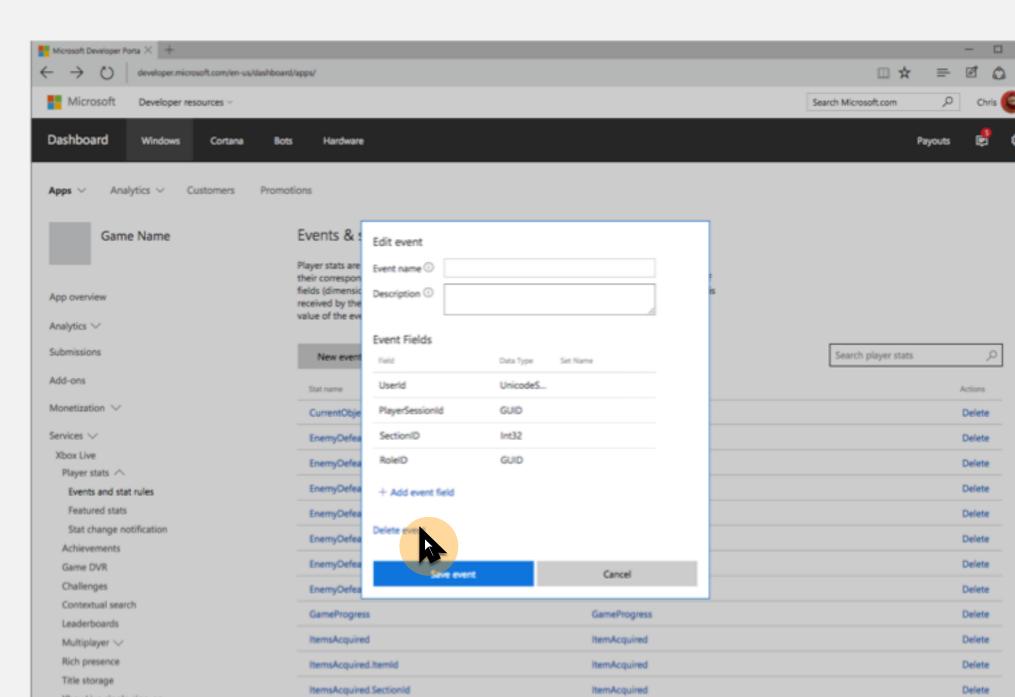
User can click on a stat rule and will see a modal appear to edit.



User can click on an event to edit it and a modal will appear (next slide).

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User can edit or opt to delete the event which will trigger a confirmation modal (next slide) to appear in order to communicate to the user the consequence of deleting.



User can edit or opt to delete the event which will trigger a confirmation modal (next slide) to appear in order to communicate to the user the consequence of deleting.

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Xbox Live single sign-on			

User can click on delete to delete a stat rule and a confirmation modal will appear (next slide).

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User can edit or opt to delete the event which will trigger a confirmation modal (next slide) to appear in order to communicate to the user the consequence of deleting.

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### Approach 2 – New approach grouping stat rules by Events

UI would work same as in approach 1, only real difference being that you would trigger that delete event modal by clicking delete on the Event header row.

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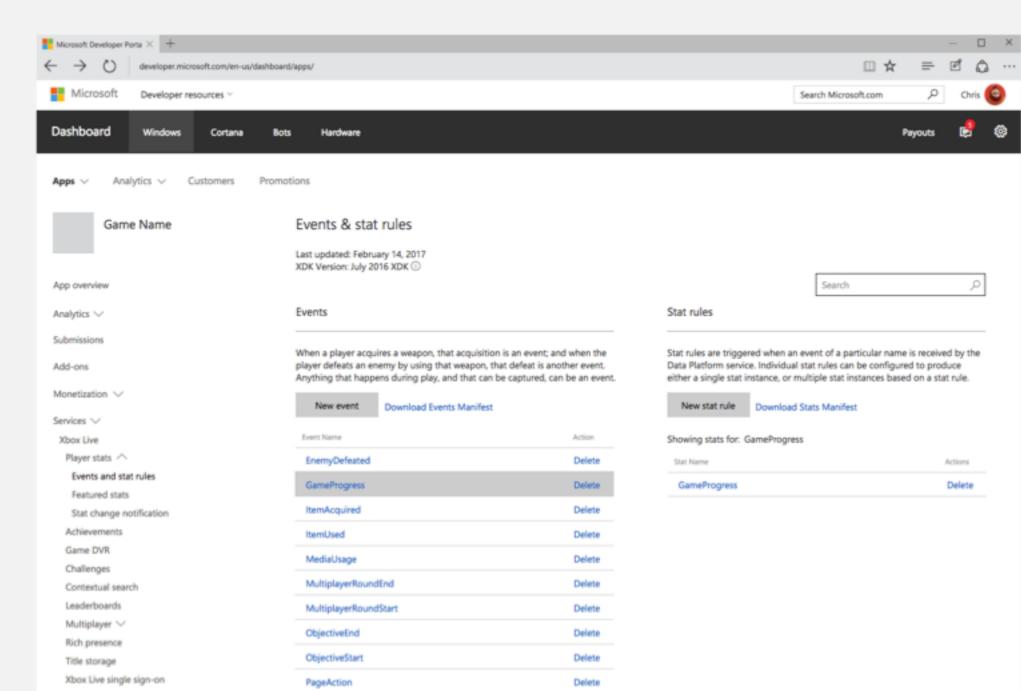
# Approach 3 – Mirrors experience in XDP

For the most part, UI would essentially work the same as it

does in XDP today. No notable difference, except added a search box which would reduce the

events down to either any events containing the search term or

rules within the event containing the search term (search functionality not prototyped).



# Usability Findings

#### Overview

With these 3 design approaches, we wanted to evaluate the overall usability of each one and determine which approach would be most preferred by our users. In order to do this, we had 3 users of the current 2013 Events and stats system in XDP share their thoughts on the existing platform and perform basic key tasks using the 3 prototyped designs.

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Approach 1 – mirrors 2015 stats

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Approach 2 – new approach that grouped stat rules by Events

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Approach 3 – mirrors experience in XDP

#### Users

Tested our 3 design approaches with 3 users at Turn10 Studios, each representing varying degrees of technical ability and familiarity with the existing XDP Events and stats system. The 3 designs were presented to each of these 3 users in a different order to eliminate bias.

User 1		User 2		User 3	
Role:	Multiplayer Architect	Role:	Gameplay Dev Lead	Role:	Release Manager
XDP Experience:	Built stats and events for Forza	XDP Experience:	Configured all achievements for FM6	XDP Experience:	Regularly configures achievements, but
	Motorsport (FM) 5 & 6		NASCAR expansion		mostly strings and images
Presentation order:	Approach 1, 2, 3	Presentation order:	Approach 2, 3, 1	Presentation order:	Approach 3, 1, 2
Technical level:	10/10	Technical level:	10/10	Technical level:	6/10

#### Insights into current XDP experience

When asked what users liked and disliked about the existing XDP experience, all users expressed the system didn't effectively display all their data, was error prone, and did not communicate status clearly enough. Some also expressed a strong desire for partial publishing, bulk uploading, and editing events/rules inline to better streamline workflow.

User 1	User 2	User 3
<ul> <li>Likes: Easy to know which sandbox editing</li> <li>Dislikes: Hard to see data is across the board</li> <li>Normal usage pattern: makes stats and events super-fast then there is the debug mode after, so wish could bulk upload (or raw text + validation) and edit inline to speed up workflow</li> <li>Error prone (easy to delete or change something that impacts game elsewhere without realizing.)</li> <li>Status is not clearly communicated (if make a change, not sure if truly committed until a half hour later when can see live).</li> <li>Human intensive</li> <li>Not intuitive</li> </ul>	<ul> <li>Likes: Like that the UI exists</li> <li>Saves work when it comes to tracking</li> <li>Like the "header" (manifest) being auto generated</li> <li>Dislikes: Hard to see data is across the board</li> <li>Error prone - easy to change ID (breaks achievements elsewhere)</li> <li>Very trial and error – no way to debug</li> <li>No partial publishing</li> <li>No way to silo access to just, e.g., Achievements, so we worry about interfering with other's work</li> <li>Can't remove fields (from templates)</li> <li>Forced to use template in XDP</li> </ul>	Likes: • Easy to edit • Manual save button Dislikes: • Easy to wipe out data • Not clear when something is processing (need to clearly communicate status) • No partial publish • Not clear when something is processing • Need a checklist clearly communicating status

#### Feedback: Events

Users expected to be able to edit the event fields in-line and expressed a desire to be able to modify or delete the default ones. Users were initially unsure what 'Sets' field was. One user expressed ability to 'Copy' an event could help save time; another shared it would be nice to sort events by multiple criteria (alphabetical, date created, etc.). Users used the description field (one noted this was for other devs' reference). When deleting users would like to see what objects (e.g. achievements) impacted, especially if impacting retail.

User 1	User 2	User 3
<ul> <li>Observations:</li> <li>In 'New Event' modal, user expected to be able to edit event fields inline</li> <li>Expressed desire to be able to copy an event created before so can duplicate previous work and make minor modifications (e.g. a different field or even just event name). Ultimate goal being to reduce the number of clicks and typing.</li> <li>Entered description (for other devs to reference)</li> <li>Confused by 'Sets' field under event fields</li> <li>When deleting, would first check if any achievements are tied to event</li> </ul>	<ul> <li>Observations: Expressed typical process is someone sitting down with a spreadsheet that has all the event fields/datatypes to enter into system.</li> <li>Entered description (for other devs to reference)</li> <li>Confused by 'Sets' field under event fields. but otherwise once explained made total sense</li> <li>When delete an event, is it impacting any achievements? Do I need to regenerate the event manifest? What is the impact in the wild? Affecting anything being tracked in retail?</li> </ul>	<ul> <li>Observations:</li> <li>Expected to be able to edit and remove event fields within modal</li> <li>Would expect events to show up in alphabetical order or at least to be able to sort by a couple of criteria (alphabetical, date created, etc)</li> <li>Confused by 'Sets' field under event fields</li> <li>Entered description (for other devs to reference)</li> </ul>

#### Feedback: Stat rules

Overall, users thought they could manually assign the stat rule name and were unsure what "Open read access to any title" meant. Additionally, some users expressed confusion around how the operator and parameter fields worked in relationship to the event fields. One user pointed out that they wished they could see objects (e.g. achievements) related to the stat rule and whether or not the rule impacted objects published to retail, especially when deleting.

User 1	User 2	User 3
<ul> <li>Observations:</li> <li>Expected the ability to earule name</li> <li>Unsure what "Open read any title" means</li> <li>Once understood, said the standard and should be default</li> <li>When creating a sum rule obvious what he was do obvious the fields are be restricted. (Specifically in had two or three fields the wanted added together)</li> </ul>	rule name access to access to his is thecked by e it was not ng this case he access to Unsure what "Open read access any title" means When deleting an object, expect see all other effected objects (e.g. Any achievements based on this stat? Are some already in retail?) Before deleting, would make sur not tied to any achievements or anything being tracked in retail	o Unsure what "Open read access to any title" means to

#### Feedback: Overall

Of the 3 design approaches, given a few adjustments, users preferred Approach 2 for how clear is made the relationship between Events and Stat rules while still allowing the user a view of their data across the board. Generally, users then preferred Approach 3 for how it minimized the scrolling impact and compartmentalized the data. Users in general felt Approach 1 did not convey a clear relationship between Events and Stat rules, was confusing to interact with and did not parse the data well.

User 1	User 2		User 3	
Ranking: • XDP, Approach 2, 3, 1	Ranking:	• Approach 2, 3, 1, XDP	Ranking:	• XDP, Approach 3, 2, 1
<ul> <li>XDP: Clear which sandbox they're working in</li> <li>Approach 2: Would prefer over XDP if sandbox clear and Events were collapsible</li> <li>It's much more obvious which are events and which are rules.</li> <li>Downside is, if I come in and want to change 20 rules, I'm spending a long time scrolling.</li> </ul>	Approach 2: Approach 3: Approach 1:	<ul> <li>Like that Event-Rule relationship clear</li> <li>Liked that could delete just the event to delete the stats, or a specific stat.</li> <li>Liked not having to scroll.</li> <li>Disliked that have to click on event to see associated stat rules</li> <li>Pivoting on rules was confusing vs.</li> </ul>	XDP/Approach 3: Approach 2:	<ul> <li>Likes how view is compartmentalized</li> <li>Dislikes that it's not immediately clear that rules are child to events</li> <li>Like that Event-Rule relationship clear</li> <li>Like that can see everything, but information still parsed.</li> <li>Not sure need # of events summary</li> <li>Want collapse events/hide rules</li> </ul>
<ul> <li>Approach 3: Liked not having to scroll.</li> <li>Approach 1: Don't want to have to click each one</li> <li>Want to be able to edit in-line</li> <li>Unsure how to delete an event</li> <li>Dislike long scroll</li> </ul>	XDP:	<ul> <li>leading with events</li> <li>Unsure how to delete an event, said was weird to create a new event without a stat, thought they had to delete all rules to delete event</li> <li>SLOW. (Why least favorite)</li> </ul>	Approach 1:	functionality <ul> <li>Confusing Event-Rule relationships</li> <li>Difficult to parse info</li> <li>Unsure how to delete an event</li> </ul>

#### Takeaways

- 1. Contextual clarity is key need to clearly communicate which sandbox/instance user is making changes to.
- 2. System needs to clearly communicate publishing status.
- 3. It is important to clearly communicate the relationship between Events and Rules.
- 4. To make content more easily consumed and navigated, make event groups in Approach 2 collapsible.
- 5. Explore adding ability to 'Copy' an event to help users save time when building.
- Clarity of strings provide help text for event field's metadata: 'Sets'; and improve wording for "Open read access to any title" to reduce confusion; additionally, ensure the help text for operator and parameter fields makes clear the relationship to the event fields
- 7. More sorting options organize by date modified, etc, in addition to

#### alphabetically

- 8. Consider allowing users to name stat rule on their own.
- Consequences of changing or deleting event/stat rules needs to be clearly communicated; users would like to see what objects (e.g. achievements) impacted, especially if tied to anything tracked in retail.
- Look into a way of providing bulk uploading capability that is not solely dependent on scripts and Visual Studio to address variety of personas. (Simple import export?)
- 11. Explore inline editing UI.
- 12. Explore making event fields editable/removable as most users expected this functionality.
- 13. Users want partial publish at an individual feature module level (not just entire service config).

#### Next steps

- 1. Move forward with Approach 2.
- 2. Add sandbox details to page.
- 3. Make event groups collapsible.
- 4. Adding ability to 'Copy' an event or rule.
- 5. Add ability to remove/edit event fields.
- 6. Provide help text for event field's metadata: 'Sets'.

- 7. Improve strings, particularly "Open read access to any title" to reduce confusion
- 8. Ensure the help text for operator and parameter fields makes clear the relationship to the event fields.
- 9. Default display events by date created with option to sort alphabetically
- 10. Add to delete modals (both Event and Stat rule) ALL objects impacted (e.g. achievements), and highlight if tied to anything tracked in retail.
- 11. Allow users to name stat rule on their own.

# Final Designs

User sees a table with all Events and associated stat rules nested

beneath. At a high level, user has power to:

- Create a new event
- Create a new rule
- Download events manifest
- Edit Events and Rules
- Delete Events and Rules
- Copy Events and Rules
- Expand and collapse event groups

Dashboa	rd				Microsoft	Search Dev Center 💫 🔎	a 🗘 🔊	Θ	Maria 🍈 ~
=	Game Name	Events & sta	at rules						
An An Su	p overview alytics <b>bmissions</b> ubmission name	corresponding stat are triggered when	t rules defined by the on n an event of a particul priately based on the vi	developer. Eve Jar name is re	rice based on events logged by the game and their ery event has an event name and a set of fields. Stat ru ceived by the service so the resulting player stat instar ent fields.				
E	Properties	New event	New stat rule	Download R	Published Events Manifest		Search player stats		P
	Pricing and availability	Events			Rat rules		Actions		
	Age ratings Packages	EnemyDefeated			13		Delete	Com	~
	Store listings	chenybereaked							
	Xbax Live				InemyDefeats		Delete		
	Events and stats			E	EnemyDefeats.DifficultyLevelId		Delete	Сору	
	Achievements			(	EnemyDefeats.EnemyRoleId		Delete	Сору	
	Leaderboards			E	EnemyDefeats.GameplayModeld		Delete	Сору	
	Multiplayer			6	EnemyDefeats.KillTypeId		Delete	Сору	
	Arena			E	EnemyDefeats.PlayerWeaponId		Delete	Сору	
	Rich presence and game DVR			E	inemyDefeats.SectionId		Delete	Сору	
	Title storage			L	lastEnemyDefeatY		Delete	Сору	
	Localized strings				LastEnemyDefeatZ		Delete	Сору	
	Notes for certification				LastEnemyDefeatX		Delete	Сору	
Ad	d-ons				LocationX		Delete	Copy	
Att	ract				LocationY		Delete		
Mc	onetize				LocationZ		Delete		
Ser	vices	GameProgress		1			Delete		~
40	p management	Gameriogrea							~
Ap	p management				GameProgress		Delete		
		ItemsAcquired		6	5		Delete	Copy	~

### To create a new event, user clicks on New event button

ashboard		Hicrosoft	Search Dev Center 🖉 🔎	a 📬 Ø	0	Maria 🍈 ~
Game Name	Events & stat rules					
App overview Analytics   Submissions Submission name	corresponding stat rules defined by the developer.	service based on events logged by the game and their Every event has an event name and a set of fields. Stat me is received by the service so the resulting player stat ue of the event fields.	ł			
Properties Pricing and availability	New event New stat rule Downlow	ad Published Events Manifest		Search player stats		R
Age ratings	Evens	Start rules		Actions		
Packages	EnemyDefeated	13		Delete	Сору	~
Store listings		EnemyDefeats		Delete	Сору	
Xbax Live		EnemyDefeats.DifficultyLevelid		Delete	Сору	
Events and stats		EnemyDefeats.EnemyRoleId		Delete	Сору	
Achievements		EnemyDefeats.GameplayModeld		Delete	Сору	
Leaderboards		EnemyDefeats.KilTypeld		Delete		
Multiplayer		EnemyDefeats.PlayerWeaponId		Delete		
Rich presence and game DVR		EnemyDefeats.SectionId		Delete		
Title storage		LastEnemyDefeatY		Delete		
Localized strings		· · · · · · · · · · · · · · · · · · ·				
Notes for certification		LastEnemyDefeatZ		Delete		
Add-ons		LastEnemyDefeatX		Delete		
Attract		LocationX		Delete	Сору	
Monetize		LocationY		Delete	Сору	
		LocationZ		Delete	Сору	
Services ~	GameProgress	1		Delete	Сору	^
App management ~		GameProgress		Delete	Сору	
	ItemsAcquired	6		Delete	Сору	~

User can custom name the event, add a description, and add event fields.

Dash	board					📒 Mic	rosoft		Search Dev Center	0,	8	4	0	0	Maria 🌘 🗸
≡ ₽	Game Name		nts & stat												
۵ ۴۹	Analytics Submissions	rules	esponding stat ru s are triggered wi	les define hen an eve ppropriate	d by the developer. ent of a particular na ely based on the val	Every event has ame is received b	events logged by the game a an event name and a set of fir y the service so the resulting ; elds.	elds. Sta	at						
8 2	Submission name Properties Pricing and availability		New event	New s	Add new even	t					Searc	h player	stats		Q
	Age ratings Packages	Ever	nts ermyDefeated		Description ①								tions elete	Сору	^
	Store listings Xbox Live Events and stats				Field		Data Type	_				D	elete elete	Сору	
	Achievements Leaderboards				PlayerSessionId SectionId		GUID Int32	-				D	elete elete elete	Сору	
	Multiplayer Arena Rich presence and game DVR				Roleid + Add event fe	*	GUID	-				D	elete elete	Сору	
	Title storage Localized strings Notes for certification				Add e		Cancel						elete elete		
	Add-ons					LastEnemyDef	eatX						elete elete		
	Monetize					LocationY LocationZ						D	elete elete	Сору	
	App management		ameProgress emsAcquired			1 GameProgress						D	elete elete elete	Сору	^

If user opts to add a new field, height for Event Fields remains consistent and table scrolls to new event field.

Dashboard		📒 Mix	rosoft	Search Dev Center 🖉	2 🛥 🕫 (	•	Maria 🌘 🗸
Game Name	Events & stat rules						
App overview Analytics Submissions Submission name	Player stats are calculated at run-tim corresponding stat rules defined by t rules are triggered when an event of instance is updated appropriately ba Changes will appear in: XTASPA.0	the developer. Every event has a particular name is received b	an event name and a set of fields. Sta y the service so the resulting player s	e			
Properties Pricing and availability Age ratings	New event New 5 Events Det	id new event ent name © scription ©			Search player st		٩
Packages Store listings Xbox Live		ent Fields	a a			te Copy te Copy	
Events and stats		HEITU	GUID			te Copy te Copy	
Achievements Leaderboards		ayerSessionId	Int32			te Copy	
Multiplayer Arena	Ro	oleid	GUID			te Copy te Copy	
Rich presence and game DVR Title storage	+	Add event field				te Copy	
Localized strings Notes for certification		Add event	Cancel			te Copy	
Add-ons		LastEnemyDef LocationX	eatX			te Copy te Copy	
Attract ~		LocationY LocationZ				te Copy	
Services ~	GameProgress	1				te Copy te Copy	
App management ~	ItemsAcquired	GameProgress 6				te Copy te Copy	

To create a new rule, user clicks on New stat rule button

Dash	hboard		Hicrosoft	Search Dev Center	Q,	8	e 🔁	۲	Maria 🌘 🗸
≡ ₽	Game Name	Events & stat rules							
8 0 7	App overview Analytics	corresponding stat rules defined by the develop	ex service based on events logged by the game and their er. Every event has an event name and a set of fields. Stat name is received by the service so the resulting player sta value of the event fields.	t					
R	Properties Pricing and availability Age ratings	New event New stat rule Down	iload Published Events Manifest Stat rules			Searc	h player stats Actions		Q
	Packages	EnemyDefeated	13				Delete	Сору	~
	Store listings		EnemyDefeats				Delete	Сору	
	Xbox Live		EnemyDefeats.DifficultyLevelid				Delete	Сору	
	Events and stats		EnemyDefeats.EnemyRoleId				Delete	Сору	
	Achievements Leaderboards		EnemyDefeats.GameplayModeld				Delete	Сору	
	Multiplayer		EnemyDefeats.KillTypeld				Delete	Сору	
	Arena		EnemyDefeats.PlayerWeaponId				Delete	Сору	
	Rich presence and game DVR		EnemyDefeats.SectionId				Delete	Сору	
	Title storage		LastEnemyDefeatY				Delete	Сору	
	Localized strings		LastEnemyDefeatZ				Delete	Сору	
	Notes for certification		LastEnemyDefeatX				Delete	Сору	
	Add-ons		LocationX				Delete	Сору	
	Attract ~		LocationY				Delete	Сору	
	Monetize		LocationZ				Delete	Сору	
	Services ~	GameProgress	1				Delete		~
	App management		GameProgress				Delete		
		ItemsAcquired	6				Delete		~

In order to build a stat rule, the user must first specify what event the rule is tied to.

ashboard			📒 Microsoft		Search Dev Center	Q,		¢ 🗘	0	Maria 🜘	
Game Name	Events & stat rules	S									
App overview Analytics ~	corresponding stat rules def	fined by the developer. Ev event of a particular nam	ery event has an event e is received by the ser	ogged by the game and their name and a set of fields. Stat vice so the resulting player stat							
Submissions Submission name		EventName: Add stat									
Properties Pricing and availability	New event	Base event 🛈	Select event				Search	player stats		Q	
Age ratings	Events	Event fields added to the stat rule name ①	Select a field	A Participant				Actions			
Packages Store listings	EnemyDefeated	Stat rule name 🕕						Delete	Сору	^	
Xbox Live Events and stats		Operator 🕕	Sum	\$				Delete			
Achievements		Parameter 🕕	1	0					Сору		
Leaderboards Multiplayer		Event fields added to the stat metadata ①	Select a field	0				Delete	Сору		
Arena Rich presence and game DVR		Restrict other feature featured stats from a		d					Сору		
Title storage		Only allow changes t Client events will be i	o this stat from a serve ignored. ①	r event.				Delete			
Localized strings Notes for certification				format				Delete			
Add-ons		Add stat rule		Cancel				Delete			
Attract ~			LocationY					Delete	Сору		
Monetize			LocationZ					Delete	Сору		
Services ~	GameProgress		1					Delete	Сору	^	
App management ~			GameProgress					Delete	Сору		
	ItemsAcquired		6					Delete	Copy	~	

Once selected, the Stat rule name field will auto populate and inherit

the Event name as its base. User can override with a custom rule name at any time which will take precedent.

Dashboard			📑 Microsoft		Search Dev Center	Q	۵	¢	۲	۲	Maria 🍥	¥
Game Name	Events & stat rule	es										
App overview Analytics	<ul> <li>corresponding stat rules d rules are triggered when a</li> </ul>	lefined by the developer. Ev	very event has an event we is received by the serv	gged by the game and their name and a set of fields. Stat rice so the resulting player stat								
Submissions Submission name	Changes will appear in: X	EventName: Add stat										
Properties Pricing and availability	New event	Base event ①	Event Select a field	•			Search	h player			Q	
Age ratings Packages	EnemyDefeated	the stat rule name ① Stat rule name ①	Event	•					tions elete	Сору	^	
Store listings Xbox Live		Operator ①	Sum	0					elete elete			
Events and stats Achievements Leaderboards		Parameter ()	1	٥					elete elete			
Multiplayer		Event fields added to the stat metadata ① Restrict other feature	Select a field	•					elete elete			
Rich presence and game DVR Title storage		featured stats from a	ccessing this info. ①						elete elete			
Localized strings Notes for certification		Client events will be						D	elete	Сору		
Add-ons Attract		Add stat rule		Cancel					elete elete			
Monetize			LocationY LocationZ						elete elete			
Services App management	GameProgress		1 GameProgress						elete elete		^	
	ItemsAcquired		6					D	elete	Сору	~	

In order to pass additional metadata to the stat rule, a user can associate as many of the Event's associated event fields as they want.

Dash	board		Hicrosoft	Search Dev Center 🖉 🔎	a 🔓 🛛	🛛 Maria 🐌 🗸
≡ ₽	Game Name	Events & stat rules				
6 6 8	App overview Analytics ~ Submissions Submission name	corresponding stat rules defined by the dev rules are triggered when an event of a parti instance is updated appropriately based on Changes will appear in: X EventName: A	Add stat rule	t		
ы	Properties Pricing and availability	New event	Event \$		Search player stats	Ą
	Age ratings	Events Event fields add the stat rule nar	V SERCE REPORT		Actions	
	Packages	EnemyDefeated Stat rule name	D Field		Delete	Сору ^
	Store listings		Field		Delete	Сору
	Xbox Live	Operator 🛈	Field Field		Delete	Сору
	Events and stats Achievements	Parameter ①	Field \$		Delete	Сору
	Leaderboards		Field Field		Delete	Сору
	Multiplayer	Event fields add the stat metada	Select a field		Delete	Сору
	Arena		er features like achievements and		Delete	Сору
	Rich presence and game DVR		ats from accessing this info. 💿		Delete	Сору
	Title storage	Client even	changes to this stat from a server event. ts will be ignored. ①		Delete	Сору
	Localized strings				Delete	Сору
	Notes for certification	Ad	d stat rule Cancel		Delete	Сору
	Add-ons		LAUBININ		Delete	Сору
	Attract ~		LocationY		Delete	Сору
	Monetize		LocationZ		Delete	Сору
	Services v	GameProgress	1		Delete	Сору 🔨
	App management		GameProgress		Delete	Сору
		ItemsAcquired	6		Delete	Copy

As event fields are added to the stat rule, the name will

concatenate to reflect the base and its associated event fields (e.g. Event.Field or

EnemyDefeats.DifficultyLevelld).

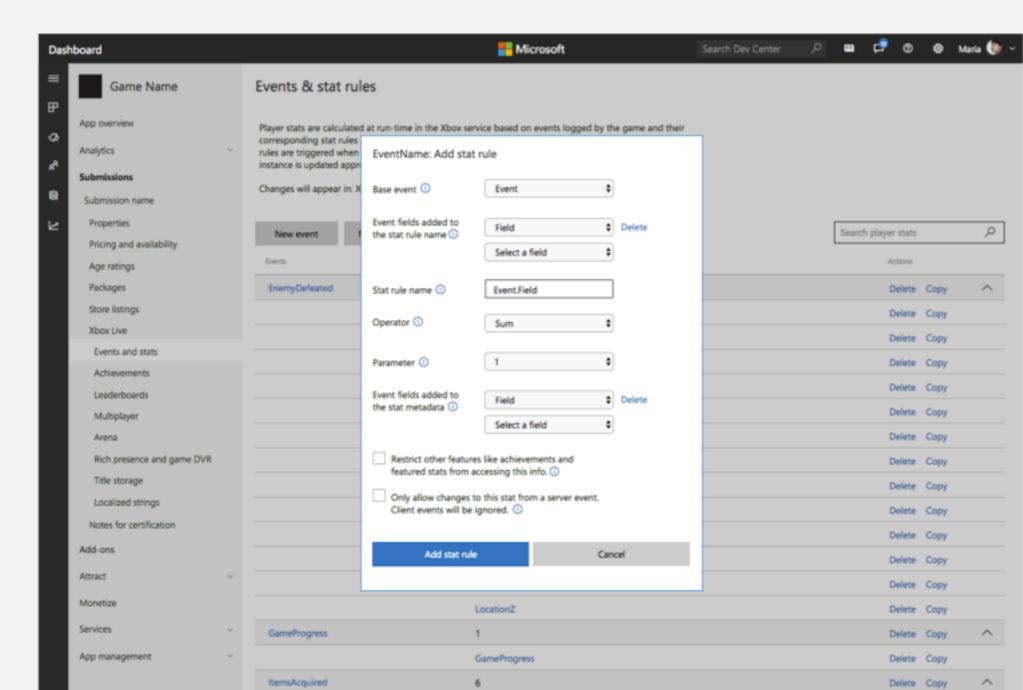
\*In order for modal to not grow beyond screen height, constrain 'Event fields added to the stat rule' section's height (like do with event fields in Event Modal - ref slide 29). About 110px max

height allows for up to 2 fields to be added before the height constraint would kick in, and once a 3<sup>rd</sup> event field is added, the section would start to

scroll. This keeps the overall modal height to less than 730 which is under the 768 standard min across the most commonly used desktop browser displays. https://www.w3schools.com/browsers/browsers\_display.asp

Dashboard			Hicrosoft		Search Dev Center	م	•	¢	0	۲	Maria 🌘 🗸
Game Name	Events & stat ru	ules									
App overview Analytics Analytics Submissions Submission name Properties	corresponding stat rule	s defined by the developer. Eve n an event of a particular name EventName: Add stat r X Base event ①	ice based on events logged by t ry event has an event name and is received by the service on the rule Event	d a set of fields. Stat			Search	h player	stats		٩
Pricing and availability	Events	Event fields added to the stat rule name ①	Field	Delete				Ac	tions		
Age ratings			Select a field	•							
Packages	EnemyDefeated	Charles and Charles	Front Field	1				D	elete	Сору	^
Store listings Xbox Live		Stat rule name 🕕	Event.Field					D	elete	Сору	
Events and stats		Operator ①	Sum	•				D	elete	Сору	
Achievements								D	elete	Сору	
Leaderboards		Parameter ()	1 6	9				D	elete	Сору	
Multiplayer		Event fields added to	Select a field	6				D	elete	Сору	
Arena		the stat metadata 💿		9				D	elete	Сору	
Rich presence and game DVR		Restrict other features featured stats from ac						D	elete	Сору	
Title storage			this stat from a server event.					D	elete	Сору	
Localized strings		Client events will be ig	gnored. ()					D	elete	Сору	
Notes for certification								D	elete	Copy	
Add-ons		Add stat rule	Ca	ncel					elete		
Attract	v -		ocationY						elete		
Monetize											
Services	×		ocationZ							Сору	
	GameProgress	1								Сору	^
App management	-	G	lameProgress					D	elete	Сору	
	ItemsAcquired	6	<b>)</b>					D	elete	Сору	^

UI for fields added to stat metadata function the same as event fields added to the stat rule



A user can download an events manifest for their game.

Dash	board		Hicrosoft	Search Dev Center 🛛 🔎	<b>⊞</b> 🕫 ®	۲	Maria 🌘 🗸
= ₽	Game Name	Events & stat rules					
0 4 8	App overview Analytics	Player stats are calculated at run-time in the Xbo corresponding stat rules defined by the develope rules are triggered when an event of a particular instance is updated appropriately based on the v Changes will appear in: XTASPA.0					
ы	Properties Pricing and availability Age ratings	New event New stat rule Down	load Published Events Manife		Search player stats	Q	
	Packages	EnemyDefeated	13		Delete	Сору	^
	Store listings Xbox Live		EnemyDefeats EnemyDefeats.DifficultyLevelId		Delete		
	Events and stats Achievements		EnemyDefeats.EnemyRoleId		Delete		
	Leaderboards Multiplayer		EnemyDefeats.GameplayModeld EnemyDefeats.KillTypeld		Delete		
	Arena		EnemyDefeats.PlayerWeaponId		Delete		
	Rich presence and game DVR Title storage		EnemyDefeats.SectionId LastEnemyDefeatY		Delete		
	Localized strings Notes for certification		LastEnemyDefeatZ		Delete		
	Add-ons		LastEnemyDefeatX LocationX		Delete	Сору Сору	
	Attract ~		LocationY		Delete		
	Services ~	GameProgress	1		Delete		^
	App management V	ItemsAcquired	GameProgress 6		Delete		^

User will see a modal notifying them of what they are about to

download (re: most recently published, not changed XBL configs) and allowing them to continue.

Dashboard			📒 Mic	crosoft	Search Dev Center 🔋 🔎		¢ 9	۲	Maria 🌘 👻
Game Name	Events & stat rules								
App overview Analytics	Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields. Stat rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields. Changes will appear in: XTASPA.0								
Properties	New event	New stat rule	Download Published Eve	nts Manifest		Search	player stats		Q
Pricing and availability Age ratings	Events		stat rules				Actions		
Packages						Delete	Сору	^	
Store listings			t to download the events	an events manifest that includes any updates (box Live configurations, you will need to es are published first.			Delete	Сору	
Xbox Live			ished version of your gam				Delete	Сору	
Events and stats							Delete	Сору	
Achievements Leaderboards			our changes are published				Delete	Сору	
Multiplayer		_					Delete	Сору	
Arena	Download		oad Event Manifest	Cancel			Delete	Сору	
Rich presence and game DVR	EnemyDefeats.SectionId						Delete	Сору	
Title storage	LastEne			featY			Delete	Сору	
Localized strings	LastEnemyDefeatZ						Delete	Сору	
Notes for certification			LastEnemyDel	featX			Delete	Сору	
Add-ons			LocationX				Delete	Сору	
Attract ~		LocationY					Delete	Сору	
Monetize			LocationZ				Delete	Сору	
Services v	GameProgress		1				Delete	Сору	^
App management			GameProgress	s			Delete	Сору	
	ItemsAcquired		6				Delete	Сору	^

User may edit an existing event by clicking into it via the event name.

Dashboard		Hicrosoft	Search Dev Center 🖉	2 🖴 🗗 🛛	🐵 🛛 Maria 🚯 🗸
Game Name	Events & stat rules				
App overview Analytics Submissions Submission name	<ul> <li>corresponding stat rules defined b</li> <li>rules are triggered when an event</li> </ul>	me in the Xbox service based on events logged by the game and th y the developer. Every event has an event name and a set of fields. I of a particular name is received by the service so the resulting playe based on the value of the event fields.	Stat		
Properties	New event New stat r	ule Download Published Events Manifest		Search player stats	Q
Pricing and availability Age ratings	Events	Start rules		Actions	
Packages	EnemyDefeate	13		Delete	Copy 🔨
Store listings		EnemyDefeats		Delete	Сору
Xbox Live		EnemyDefeats.DifficultyLevelid		Delete	Сору
Events and stats		EnemyDefeats.EnemyRoleId		Delete	Сору
Achievements Leaderboards		EnemyDefeats.GameplayModeld		Delete	Сору
Multiplayer		EnemyDefeats.KillTypeId		Delete	Сору
Arena		EnemyDefeats.PlayerWeaponId		Delete	Сору
Rich presence and game DVR		EnemyDefeats.SectionId		Delete	Сору
Title storage		LastEnemyDefeatY		Delete	Сору
Localized strings		LastEnemyDefeatZ		Delete	Сору
Notes for certification		LastEnemyDefeatX		Delete	Сору
Add-ons		LocationX		Delete	Сору
Attract	v	LocationY		Delete	Сору
Monetize		LocationZ		Delete	Сору
Services	GameProgress	1		Delete	Сору 🔨
App management	~ ·	GameProgress		Delete	Сору
	ItemsAcquired	6		Delete	Copy

Dast	board			🟪 Microsoft	Search Dev Center	۵ م	e 🕄	۲	Maria 🌘 🗸
= ₽	Game Name	Events & stat rules							
6 (3) *	App overview Analytics Submissions	corresponding stat rules defin	ned by the develope vent of a particular itely based on the v	ix service based on events logged by the game and their er. Every event has an event name and a set of fields. Sta name is received by the service so the resulting player s value of the event fields.	n				
e R	Submission name Properties	New event New	Edit event			Sear	ch player stats		Q
	Pricing and availability Age ratings Packages	Events EnemyDefeated	Description ①	EnemyDefeated			Actions	Сору	^
	Store listings Xbox Live		Event Fields	Data Type			Delete	Сору	
	Events and stats Achievements		Userid	Unicode			Delete		
	Leaderboards		PlayerSessionle	d GUID			Delete		
	Multiplayer Arena		Roleid	GUID			Delete		
	Rich presence and game DVR Title storage		+ Add event	field			Delete		
	Localized strings Notes for certification		s	Save Cancel			Delete		
	Add-ons			LastEnemyDefeatX LocationX			Delete		
	Attract			LocationY			Delete		
	Services	GameProgress		LocationZ 1			Delete		^
	App management	·		GameProgress			Delete	Сору	
		ItemsAcquired		6			Delete	Сору	~

User may edit an existing rule by clicking into it via the rule name.

Dashl	poard		Ticrosoft	Search Dev Center 🛛 🔎	u 🕫 (	D (	🕽 Maria 🕚	<b>)</b> ~
≡ ₽	Game Name	Events & stat rules						
7 2) (4 8)	App overview Analytics ~ Submissions Submission name	corresponding stat rules defined by the developer	service based on events logged by the game and their r. Every event has an event name and a set of fields. Stat name is received by the service so the resulting player sta slue of the event fields.	¢				
2	Properties	New event New stat rule Downk	pad Published Events Manifest		Search player st	its	م	,
	Pricing and availability Age ratings	Events	Stat rules		Actio	6		
	Packages	EnemyDefeated	13		Dele	te Co	py A	
	Store listings		EnemyDefeat		Dele	te Co	Py	
Ŀ	Xbox Live		EnemyDefeat:		Dele	te Co	Py	
	Events and stats		EnemyDefeats.EnemyRoleid		Dele	te Co	Dy	
	Achievements		EnemyDefeats.GameplayModeld		Dele	te Co	by	
	Leaderboards		EnemyDefeats.KillTypeId			te Co		
	Multiplayer Arena		EnemyDefeats.PlayerWeaponId			te Co		
	Rich presence and game DVR		EnemyDefeats.SectionId			te Co		
	Title storage		LastEnemyDefeatY			te Co		
	Localized strings							
	Notes for certification		LastEnemyDefeatZ			te Co		
	Add-ons		LastEnemyDefeatX			te Co		
	Attract		LocationX			te Co		
	Monetize		LocationY		Dele	te Co	99	
			LocationZ		Dele	te Co	2y	
	Services ~	GameProgress	1		Dele	te Co	<i>y</i> ^	
	App management V		GameProgress		Dele	te Co	Py	
		ItemsAcquired	6		Dele	te Co	py ^	

Dash	board			Hicrosoft		Search Dev Center	۵ م	e 🔁 🛛	۲	Maria 🔮 👻
=	Game Name	Events & stat rul	es							
8 0 4	App overview Analytics Submissions Submission name	Player stats are calculated corresponding stat rules rules are triggered when instance is updated appn Changes will appear in: X	EventName: Edit stat Base event ①	rvice based on events logged by trule Event	y the game and their					
6	Properties Pricing and availability	New event I	Event fields added to the stat rule name ①	Field Select a field	Delete		Sear	ch player stats		Q
	Age ratings Packages	EnemyDefeated	Stat rule name 🕕	Event.Field				Delete	Сору	^
	Store listings Xbox Live		Operator 💿	Sum	٥			Delete		
	Events and stats Achievements		Parameter ①	1	٠			Delete		
	Leaderboards		Event fields added to the stat metadata ①	Field	Delete				Сору	
	Multiplayer Arena			Select a field	٠			Delete		
	Rich presence and game DVR Title storage		Restrict other feature featured stats from a	es like achievements and accessing this info. ①				Delete		
	Localized strings		Only allow changes t Client events will be	to this stat from a server event. ignored. ①				Delete		
	Notes for certification							Delete	Сору	
	Attract		Save	(	Cancel			Delete		
	Monetize			LocationZ				Delete	Сору Сору	
	Services ~	GameProgress		1				Delete	Сору	^
	App management			GameProgress				Delete	Сору	
		ItemsAcquired		6				Delete	Сору	^

User may delete an existing event by clicking the 'Delete' action within the event row.

Dashboard					Hicrosoft	Search Dev Center 💋 🔎	a 🔓 G	•	Maria 🐌 🗸
Game Name		Events & stat r	rules						
App overview Analytics Analytics Submission name	×	corresponding stat rul	les defined by the o ven an event of a pa ppropriately based	leveloper. E irticular nar	rvice based on events logged by the game and their very event has an event name and a set of fields. Stat ne is received by the service so the resulting player stat e of the event fields.	1			
Properties		New event	New stat rule	Download	d Published Events Manifest		Search player stat	IS	Q
Pricing and availability Age ratings		Events			Stat rules		Action		
Packages		EnemyDefeated			13		Dele	Сору	^
Store listings					EnemyDefeats		Dele		
Xbox Live					EnemyDefeats.DifficultyLevelId		Delet	е Сору	
Events and stats					EnemyDefeats.EnemyRoleId		Delet	е Сору	
Achievements Leaderboards					EnemyDefeats.GameplayModeld		Delet	е Сору	
Multiplayer					EnemyDefeats.KillTypeId		Delet	е Сору	
Arena					EnemyDefeats.PlayerWeaponid		Delet	е Сору	
Rich presence and game DV	/R				EnemyDefeats.SectionId		Delet	е Сору	
Title storage					LastEnemyDefeatY		Delet	е Сору	
Localized strings					LastEnemyDefeatZ		Delet	е Сору	
Notes for certification					LastEnemyDefeatX		Delet	е Сору	
Add-ons					LocationX		Delet	е Сору	
Attract	×				LocationY		Delet	е Сору	
Monetize					LocationZ		Delet	е Сору	
Services	~	GameProgress			1		Delet	е Сору	~
App management	~				GameProgress		Delet	е Сору	
		ItemsAcquired			6		Delet	е Сору	~

Before deleting, user is informed that deleting an event will result in

Dashboard

deleting the associated rules and will impact any XBL features associated with these rules, calling out in particular those published

to retail.

Game Name Events & stat rules ₽ App overview Player stats are calculated at run-time in the Xbox service based on events logged by the game and their 0 corresponding stat rules defined by the developer. Every event has an event name and a set of fields. Stat Analytics rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields. Submissions Changes will appear in: X Submission name Delete event **Properties** Deletion of this item cannot be undone. Are you sure you want to Q Search player stats New event permanently delete this item? Pricing and availability Actions Events Deleting this item will also delete the following items: Age ratings Packages EnemyDefeated Delete Copy  $\sim$ Status Stat rules Published to retail EnemyDefeats Store listings Delete Copy EnemyDefeats.DifficultyLevelId Published to retail Xbox Live EnemyDefeats.EnemyRoleId Delete Copy EnemyDefeats.GameplayModeld Events and stats EnemyDefeats.KillTypeld Delete Copy Achievements Deleting this item will also impact the following items: Delete Copy Leaderboards Status Achievements Delete Copy Multiplayer Published to retail AchievementA AchievementB Arena Delete Copy Published to retail AchievementC Rich presence and game DVR AchievementD Delete Copy AchievementE Title storage Delete Copy Localized strings Delete Copy Delete event Cancel Notes for certification Delete Copy Add-ons LocationX Delete Copy Attract LocationY Delete Copy Monetize LocationZ Delete Copy Services. **GameProgress** Delete Copy 1 App management GameProgress Delete Copy

Microsoft

ItemsAcquired

Delete Copy

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User may delete an existing rule by clicking the 'Delete' action within the rule row.

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shboard	•	Microsoft Search Dev Cente	م, ہ	۵	¢ 0	۲	Maria 🐌 👻	
Game Name	Events & stat rules							
App overview Analytics Submissions Submission name	Player stats are calculated at run-time in the Xbox service bas corresponding stat rules defined by the developer. Every eve rules are triggered when an event of a particular name is rec instance is updated appropriately based on the value of the o Changes will appear in: XTASPA.0	nt has an event name and a set of fields. Stat rived by the service so the resulting player stat						
Properties	New event New stat rule Download Publish	ed Events Manifest		Search	player stats		Q	
Pricing and availability Age ratings	Events Stat rules				Actions			
Packages	EnemyDefeated 13				Delete	Copy	~	
Store listings	EnemyC	Defeats			Delet	Copy		
Xbox Live		Defeats.DifficultyLevelId			Delet			
Events and stats								
Achievements		Pefeats.EnemyRoleId			Delete			
Leaderboards	EnemyC	Pefeats.GameplayModeld			Delete	Сору		
Multiplayer	Enemyl	Defeats.KillTypeld			Delete	Сору		
Arena	EnemyC	Defeats.PlayerWeaponId			Delete	Сору		
Rich presence and game DVR	EnemyC	Defeats.SectionId			Delete	Сору		
Title storage	LastEne	myDefeatY			Delete	Сору		
Localized strings	LastEne	myDefeatZ			Delete	Сору		
Notes for certification	LastEne	myDefeatX			Delete	Сору		
Add-ons	Locatio	nX			Delete	Сору		
Attract ~	Locatio	nΨ			Delete			
Monetize	Locatio	nZ			Delete			
Services v	GameProgress 1				Delete		^	
App management	GameP	rogress			Delete			
	ItemsAcquired 6				Delete	Сору	^	

Before deleting, user is informed that deleting the rule will impact

any XBL features associated with it, calling out in particular those published to retail.

Dashboard			📒 Mic	rosoft	Search Dev Center ,P	۵	e 🛱	0	Maria 🚯 🗸
Game Name App overview Analytics Submissions Submission name	corresponding stat rule rules are triggered who	ted at run-time in the Xbox es defined by the developer en an event of a particular n propriately based on the va	. Every event has same is received b	events logged by the game and their an event name and a set of fields. Stat y the service so the resulting player stat elds.	t				
Properties Pricing and availability	New event	New stat rule Downlo	ad Published Eve	nts Manifest	_	Search	n player stats		Q
Age ratings	Events	Delete stat rule					Actions		
Packages	EnemyDefeated			Are you sure you want to			Delete	Сору	~
Store listings		permanently delete th					Delete	Сору	
Xbox Live		Deleting this item will	also impact the fi	ollowing items:			Delete	Сору	
Events and stats		Achievements AchievementA		Status Published to retail			Delete	Сору	
Achievements		AchievementB AchievementC		Published to retail			Delete	Сору	
Leaderboards		AchievementD AchievementE					Delete		
Multiplayer		Achievements					Delete		
Rich presence and game DVR		Delete		Cancel			Delete		
Title storage									
Localized strings			LastEnemyDel				Delete		
Notes for certification			LastEnemyDef				Delete		
Add-ons			LastEnemyDef	eatX			Delete	Сору	
Attract			LocationX				Delete	Сору	
			LocationY				Delete	Сору	
Monetize			LocationZ				Delete	Сору	
Services ~	GameProgress		1				Delete	Сору	^
App management			GameProgress	i			Delete	Сору	
	ItemsAcquired		6				Delete	Сору	~

User may copy an existing event by clicking the 'Copy' action within the event row.

Dashboard					Hicrosoft	Search Dev Center 🖉 🔎	œ 🕫 ©	۲	Maria 🍥 🗸
≡ Gam	e Name	Events & stat	rules						
App overview Analytics Analytics Submissions	v	corresponding stat r	rules defined by the o when an event of a pa appropriately based	developer. Ev varticular nam	vice based on events logged by the game and their ery event has an event name and a set of fields. Stat e is received by the service so the resulting player stat of the event fields.				
Properties Pricing and	availability	New event	New stat rule	Download	Published Events Manifest		Search player stats		P
Age ratings		Events		:	Stat rules		Actions		
Packages		EnemyDefeated			13		Delete	Copy	~
Store listing	ß				EnemyDefeats		Delete	Cop	
Xbox Live				1	EnemyDefeats.DifficultyLevelId		Delete	Сору	
Events and					EnemyDefeats.EnemyRoleId		Delete	Сору	
Achievem					EnemyDefeats.GameplayModeld		Delete	Сору	
Leaderbox Multiplaye					EnemyDefeats.KillTypeId		Delete	Сору	
Arena					EnemyDefeats.PlayerWeaponId		Delete	Сору	
Rich prese	nce and game DVR				EnemyDefeats.SectionId		Delete	Сору	
Title stora	ge				LastEnemyDefeatY		Delete	Сору	
Localized	strings				LastEnemyDefeatZ		Delete	Сору	
Notes for o	ertification				LastEnemyDefeatX		Delete	Сору	
Add-ons					LocationX		Delete		
Attract	×				LocationY		Delete		
Monetize					LocationZ		Delete		
Services		GameProgress			1		Delete		~
App manager	nent U				GameProgress		Delete		
		ItemsAcquired			6		Delete		~

User has the option to customize the Event details as well as copy over associated rules as well.

Dast	board				E M	licrosoft	Search Dev Center	Q,	۵	¢	Ð	0	Maria 🛞 👻
= ₽	Game Name		Events & stat rules	;									
9 9	App overview Analytics	×	corresponding stat rules def	ined by the develope event of a particular r	r. Every event ha name is received	in events logged by the game and the is an event name and a set of fields. St by the service so the resulting player t fields.	at						
8	Submissions Submission name		Changes will appear in: XTAS	Copy event									
Ч	Properties Pricing and availability		New event New	Event name ① Description ①	EnemyDefeate	dCopy			Searc	h playe	r stats		Q
	Age ratings Packages		EnemyDefeated	Event Fields						(	Delete	Сору	^
	Store listings Xbox Live			Field		Data Type				(	Delete	Сору	
	Events and stats			Userid		Unicode				(	Delete	Сору	
	Achievements			PlayerSessionId	1	GUID				C	Delete	Сору	
	Leaderboards			SectionId		Int32				(	Delete	Сору	
	Multiplayer			Roleid		GUID				C	Delete	Сору	
	Arena			+ Add event f	ield					C	Delete	Сору	
	Rich presence and game DVR									C	Delete	Сору	
	Title storage			Copy rul	es to new event					C	Delete	Сору	
	Localized strings									c	Delete	Сору	
	Notes for certification			Add	event	Cancel					Delete		
	Add-ons				LocationX						Delete		
	Attract	×			LocationY						Delete		
	Monetize												
	Services	~	Constanting of the second		LocationZ						Delete		
			GameProgress		1						Delete		^
	App management	¥			GameProgre	55				(	Delete	Сору	
			ItemsAcquired		6					0	Delete	Сору	^

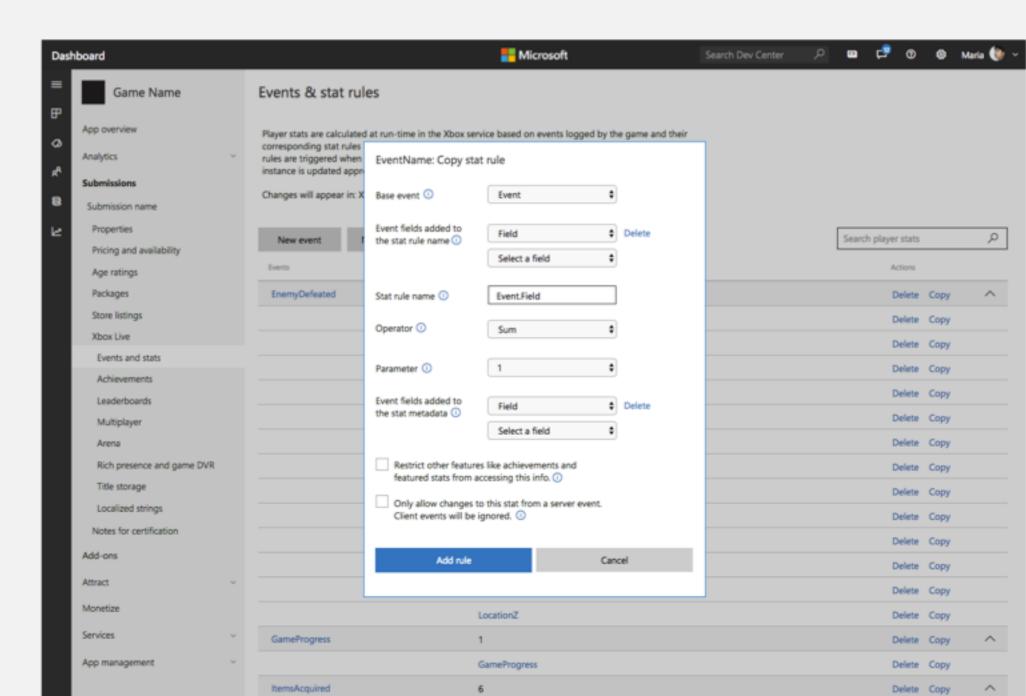
User may copy an existing rule by clicking the 'Copy' action within the rule row.

Dast	hboard		Hicrosoft	Search Dev Center 🖉 🔎	•	¢ 0	۲	Maria 🐌 👻
=	Game Name	Events & stat rules						
₽ ⊘ *	App overview Analytics ~ Submissions Submission name	corresponding stat rules defined by the developer.	service based on events logged by the game and their . Every event has an event name and a set of fields. Stat ame is received by the service so the resulting player stat lue of the event fields.	t				
ы	Properties	New event New stat rule Downlo	ad Published Events Manifest		Search	player stat	s	Q
	Pricing and availability Age ratings	Events	Stat rules			Actions		
	Packages	EnemyDefeated	13			Delet	e Copy	~
	Store listings		EnemyDefeats			Delet	Copy	
	Xbox Live		EnemyDefeats.DifficultyLevelId			Delet	Cop	
	Events and stats		EnemyDefeats.EnemyRoleId			Delet	е Сору	
	Achievements		EnemyDefeats.GameplayModeld			Delet	е Сору	
	Leaderboards Multiplayer		EnemyDefeats.KillTypeld			Delet	e Copy	
	Arena		EnemyDefeats.PlayerWeaponId				е Сору	
	Rich presence and game DVR		EnemyDefeats.SectionId			Delet	e Copy	
	Title storage		LastEnemyDefeatY			Delet	е Сору	
	Localized strings		LastEnemyDefeatZ			Delet	e Copy	
	Notes for certification		LastEnemyDefeatX			Delet	е Сору	
	Add-ons		LocationX			Delet	e Copy	
	Attract ~		LocationY			Delet	е Сору	
	Monetize		LocationZ			Delet	e Copy	
	Services v	GameProgress	1				е Сору	~
	App management		GameProgress				e Copy	
		ItemsAcquired	6			Delet	е Сору	^

User has the option to customize the rule details as well as change

the base event. Changing the base event however will clear the associated event fields since each

event has it's own unique set of event fields.



User may expand and collapse an event's rules by clicking on the chevron within the event row.

Dashboard		Hicrosoft	Search Dev Center		e 🛱	۲	Maria 🌘 🗸
Game Name	Events & stat rules						
App overview Analytics Analytics Submission name	corresponding stat rules defined by the developer. E	ervice based on events logged by the game and their every event has an event name and a set of fields. Stat me is received by the service so the resulting player stat e of the event fields.					
Properties	New event New stat rule Download	d Published Events Manifest		Search	player stats		Q
Pricing and availability Age ratings	Events	Stat rules			Actions		
Packages	EnemyDefeated	13			Delete	Сору	~
Store listings		EnemyDefeats			Delete	Сору	
Xbox Live		EnemyDefeats.DifficultyLevelId			Delete	Сору	
Events and stats		EnemyDefeats.EnemyRoleId			Delete	Сору	
Achievements Leaderboards		EnemyDefeats.GameplayModeld			Delete	Сору	
Multiplayer		EnemyDefeats.KillTypeld			Delete	Сору	
Arena		EnemyDefeats.PlayerWeaponId			Delete	Сору	
Rich presence and game DVR		EnemyDefeats.SectionId			Delete	Сору	
Title storage		LastEnemyDefeatY			Delete	Сору	
Localized strings		LastEnemyDefeatZ				Сору	
Notes for certification		LastEnemyDefeatX				Сору	
Add-ons		LocationX				Сору	
Attract		LocationY				Сору	
Monetize		LocationZ				Сору	
Services	GameProgress	1				Сору	~
App management		GameProgress				Сору	
	ItemsAcquired	6				Сору	~

Recommend user's expand/collapse choices should be retained from most recent actions so can customize view to have most frequently viewed rules

expanded and help reduce the time the user spends scrolling

through less frequently engage stat rules.

\*When user uses the search functionality, show all applicable rules expanded. When user clears search, revert to user selected expand/collapse states.

Dashboard			Hicrosoft	Search Dev Center	<i>م</i>	n 🗗 🛛	۲	Maria 🍥 👻
Game Name	Events & st	at rules						
App overview Analytics A Submissions Submission name	corresponding st rules are triggere	at rules defined by the d when an event of a p ed appropriately based	the Xbox service based on events logged by the game and developer. Every event has an event name and a set of field articular name is received by the service so the resulting pl on the value of the event fields.	ds. Stat				
Properties	New event	New stat rule	Download Published Events Manifest		5	earch player stats		Q
Pricing and availability	Events		Stat rules		_	Actions		
Age ratings								~
Packages Store listings	EnemyDefeate		13				Сору	
Xbox Live	GameProgress		1			Delete	Сору	^
Events and stats			GameProgress			Delete	Сору	
Achievements	ItemsAcquired		6			Delete	Сору	^
Leaderboards			ItemsAcquired			Delete	Сору	
Multiplayer			ItemsAcquired.ItemId			Delete	Сору	
Arena			ItemsAcquired.SectionId			Delete	Сору	
Rich presence and game DVR			LocationX			Delete	Сору	
Title storage			LocationY			Delete	Сору	
Localized strings			LocationZ			Delete	Сору	
Notes for certification	ItemsUsed		6				Сору	~
Add-ons			ItemsUsed				Сору	
Attract	v		ItemsUsed.ItemId				Сору	
Monetize			ItemsUsed.SectionId				Сору	
Services	~		LocationX					
							Сору	
App management			LocationY				Copy	
			LocationZ			Delete	Copy	